

# INTRODUCTION

They say his father was a comet and his mother a cosmic wind, that he juggles planets as if they were feathers and wrestles with black holes just to work up an appetite. They say he never sleeps, and that his eyes burn brighter than a nova, and that his shout can level mountains.

They call him Santiago.

**W**elcome to the *Myths of the Far Future Player's Guide*. This document is designed to help you, as a player, develop a character for use in the *Santiago: A Myth of the Far Future Adventure Path*, as well as futuristic campaigns of your own. While the *Campaign Guide* provides information and spoilers specifically for the *Santiago Adventure Path* which players would do well to ignore, you will find no such material is presented here. Bear in mind that the information in this *Player's Guide* is available only at your DM's discretion.

In the *Santiago Adventure Path*, you will take on the role of a bounty hunter out to catch those with a price on their head. Your reasons for doing so may vary wildly from those of your allies, but as with all bounty hunters, you'll probably not want to miss a chance at catching the twenty-million-credit man: maybe you'll be the one to track down and bring Santiago to justice once and for all! In your way stand several obstacles, including other bounty hunters, the Democracy, and even Santiago's agents. You'll need all the help you can get, trust, or at the very least buy.

## ABOUT THE CONTENT

This player's guide presents rules and campaign information compatible with the DUNGEONS & DRAGONS® 4TH EDITION (D&D® 4E) Core Rulebooks. As a group, you will need access to the primary game references: the D&D 4E PLAYER'S HANDBOOK®, the D&D 4E DUNGEON MASTER'S GUIDE®, and the D&D 4E MONSTER MANUAL®.

Additional books, such as the D&D 4E PLAYER'S HANDBOOK® 2, the D&D 4E MONSTER MANUAL® 2, and the D&D 4E ADVENTURER'S VAULT™ provide useful additions, but these books are not required to play. However, you might find that additional material, including classes and races such as those detailed in the D&D 4E PLAYER'S HANDBOOK 2, provide a richer, more natural play experience.

## ORGANIZATION

The *Player's Guide* is divided into four main sections.

- ♦ **Section One** provides a number of details about the galaxy of *Myths of the Far Future*, such as world information everybody should know before travelling there. This information is readily available with a quick scan of the region or just by asking somebody else before you travel there. Unless otherwise noted, the worlds are generally safe for human occupancy without special equipment. You don't have to use this galaxy if you're creating your own futuristic adventures, but the *Santiago Adventure Path* is set in it.
- ♦ **Section Two** includes game rules information and additions usable by player characters—races, feats, and classes such as the Frontiersman, Scoundrel, and Scion.
- ♦ **Section Three** presents a selection of equipment and software routines, demonstrating the ways in which D&D 4E magic translates into technology in a far-future setting.
- ♦ **Section Four** provides more detail about the vocabulary of *Myths of the Far Future* and how it translates to D&D 4E terminology.

## THIS IS D&D 4TH EDITION

You can use any D&D 4E content in conjunction with this *Player's Guide*, including races, classes, monsters, items, and more. You may find that you need to alter some terminology for reasons of verisimilitude (for example, you'd refer to nonhuman races as alien races, and treat magic as technology) but the rules themselves will work just fine! There's no reason at all why some of the thousands of alien races in the galaxy might not resemble a mythological creature such as an elf, a dragonborn, or a dwarf, and even be named as such by humans. Such a race could easily possess an innate teleportation power like the eladrin, or a breath weapon like the dragonborn—such things are hardly unusual in a galaxy the size of the Milky Way!

If you're struggling with some of the terminology here, it helps to remember a simple rule—*Myths of the Far Future* is just D&D 4E "reskinned." Using exactly the same rules you're used to (with the new classes and powers herein), you can achieve pitch-perfect sci-fi flavor just by paying attention to the vocabulary. Here are a few examples:

## JOIN THE HUNT!

Toward the core of the galaxy, where the stars press together so closely that night is as bright as day, there is a world called Valkyrie. It is an outpost world, a place of ramshackle Tradertowns filled with dingy bars and hotels and brothels, where the explorers and miners and traders of the Inner Frontier congregate to eat and drink and embellish a few tall tales.

The largest of Valkyrie's Tradertowns, which isn't really very large, also has a postal station that stores subspace messages the way the postal stations of old used to store written mail. Sometimes the messages are held for as long as three or four years, and frequently they are routed even closer to the galactic core, but eventually most of them are picked up.

And in this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier, which tends to make the station very popular with bounty hunters. There are always twenty outlaws displayed, never more, never less, and next to each name is a price. Some of these names remain in place for a week, some for a month, a handful for a year.

Only three names have ever been displayed for more than five years. Two of them are no longer there.

The third is Santiago, and there is no holograph of him. The price next to Santiago's name is 20 million credits.

- ♦ Magic Items are referred to as Technology
- ♦ The Arcane and Divine power sources are referred to as the Tech power source
- ♦ *Residuum* is referred to as Energy and is contained in battery packs
- ♦ Potions are replaced by injections and pills which have the same effect
- ♦ Rituals take the form of software routines and access to galactic databanks
- ♦ Common items such as sunrods become technological items such as plasma rods
- ♦ Some skills are renamed—Arcana is called Technology, and Dungeoneering is called Engineering

You'll quickly find that *Myths of the Far Future* is D&D 4E with sci-fi terms in place of fantasy terms. You'll get a grip on it in no time! For more detail on the vocabulary of *Myths of the Far Future* and how it translates to D&D 4E terminology, see Section Four.



## SECTION ONE: WORLDS OF THE FAR FUTURE

**T**his section details the worlds you may visit in your search for the greatest and most dangerous bandit there is. You are welcome to use this setting for your own adventures, too; or to create one of your own.

The galaxy contains hundreds upon thousands of habitable worlds, populated by hundreds upon thousands of alien races—and many, many populated by the human race as it spreads itself amongst the stars. At this time in the far future, over half of the galaxy is ruled by the Democracy, centered on the massive world of Deluros VIII. On either side of the Democracy are the frontiers—the inner and outer frontiers, where the rule of law's hold is weaker and frontiersmen and bandits thrive. We have briefly detailed only a few of the many planets, below; some of these locations will be detailed more thoroughly in specific adventures throughout the *Santiago Adventure Path*.



### THE CORE

Outposts, uninhabitable worlds, and a giant space casino called the Starboat make up the Core of the Galaxy. On occasion, outlaws travel here to shake pursuit, while big-spending Democracy citizens come to find sanctuary away from the rigors of city life that don't involve being robbed at gun point.

**The Starboat** On Earth, humans gambled away their money in places with grand names like Las Vegas and Macau. In modern times, only the location has changed. Now, the wealthy travel to the Starboat in hopes of hitting it big. A resort dominates the ship, and many assume that if the Democracy doesn't own and operate the Starboat, they at least take a fair cut of the house earnings to help cover the expense of guards and other luxuries on the ship.

**Valkyrie** An outpost world, full of ramshackle Tradertowns filled with dingy bars and hotels and brothels. The largest of Valkyrie's Tradertowns also has a postal station that stores subspace messages the way the postal stations of old used to store written mail. In this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier (except there is no holograph of Santiago). There are always twenty outlaws displayed, never more, never less, and next to each name is a price.

### BLACK ORPHEUS'S BALLAD

There never was a history written about the Inner Frontier, so Black Orpheus took it upon himself to write one and set it to music. When his beloved Eurydice died, grieving Orpheus decided he would stay on the Inner Frontier, and he turned to writing an epic ballad about the traders and hunters and outlaws and misfits that he came across. Eventually, it came to be that you didn't officially stop being a tenderfoot or a tourist until the day Black Orpheus added a stanza or two about you to his song.

Anyway, you seem to have made an impression upon him, because he's added a verse or two about you. Probably you've done something unique in your travels and adventures; perhaps you have a quirk or physical quality he found interesting. Or perhaps Black Orpheus simply decided one day that you seem *just* different enough from all the other folks out there and approached you to learn more.

However Black Orpheus decided to color you in his ballad, you're there, for good or ill. Many people, at least those on the Inner Frontier, have heard of you. They watch you; they pay attention to where you turn up and what you do and how you do it. This is a critical aspect of the *Santiago Adventure Path*, because it means little of what you do will go unnoticed for long. There will always be somebody with enough information to sell about you to keep somebody on your trail.

That is, unless you happen to be Santiago.



## THE INNER FRONTIER

As the starting point for most bounty hunters and criminals looking to get away from the Democracy, the Inner Frontier has gained notoriety with all space-faring races. The planets of the Frontier are as varying as the people who inhabit them, and there's never any lack of entertainment, depending on your tastes.

**Altair III** A barren, red world where many suspect the only things that grow there are dust and bugs. Under the innocuous planet is a labyrinth of caves and the home of the assassin, Altair of Altair.

**Bella Donna** An outpost world and the third planet in the Clovis system. The planet itself is nothing extraordinary, but six-thousand miles above sits a graveyard of defunct ships called Deadly Nightshade; the home of the Sargasso Rose.

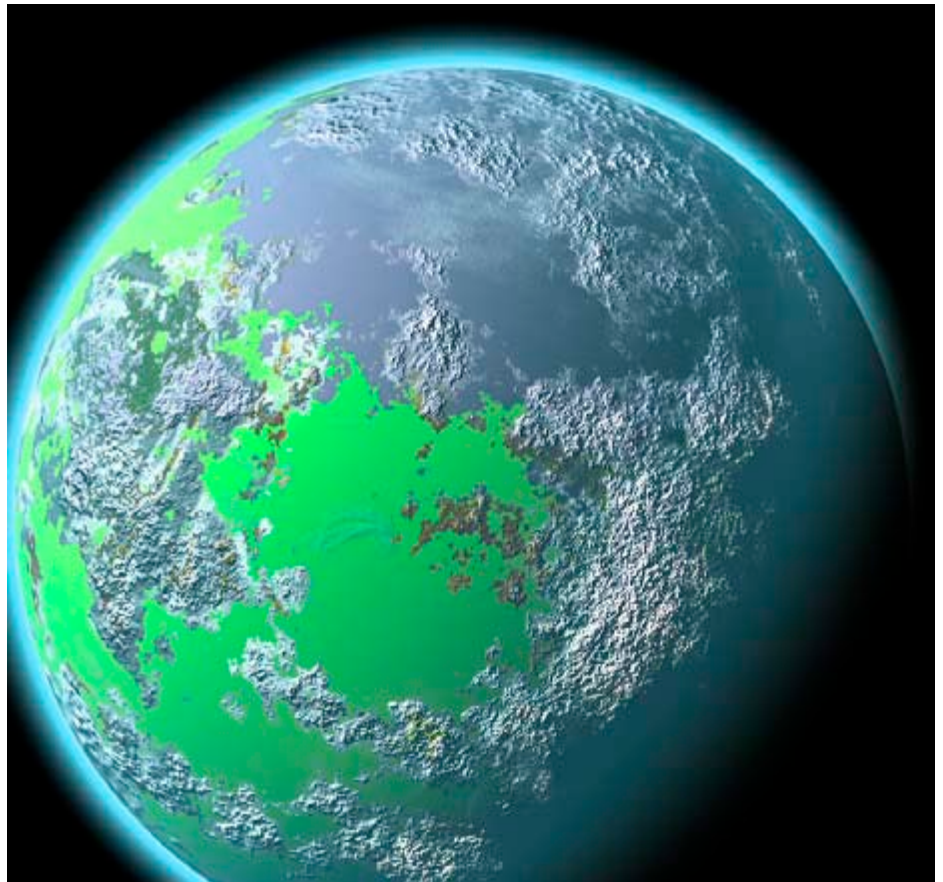
**Bellum** Bellum is a bland world, and its colorblind inhabitants are likewise given to drab colors and decorations. As a whole, the thumbless race is communal and believes strongly that no right-thinking individual should possess personal wealth.

**Calliope** Known throughout the Quinellus Cluster as a pleasure planet and, to be sure, it has more than its share of whorehouses and drug dens and perverse amusements—but that is a very narrow definition of the word “pleasure,” and Calliope is, after all, not just a small section of a jaded city, but an entire planet. Other interesting sites include the Dinosaur Park, ranches, boat races, and hunting reserves.

**Diamond Strike** The base of operations for the Great Sioux Nation. Sitting Bull runs his band of alien thugs and thieves from a location some twenty-five miles south of Mother-Lode, the planet's sole tradertown. It is here that one could purchase contracts for anything from human contraband to human life.

**Goldenrod** A temperate little world, legally owned by a cartel of farming syndicates, but actually controlled by the Jolly Swagman. There is only one city, an ancient Tradertown that predates the farms and has expanded to the point where it now houses almost eight thousand inhabitants; like so many Tradertowns on the Frontier, it bears the name of the planet.

**Hades** Hades is populated by an alien race referred to by man as Blue Devils. The Blue Devils have resisted assimilation into the Democracy for years and as yet the Democracy has spared it the attention of its vast military power.



**Keepsake** An otherwise innocuous world on the inner frontier; the world of Keepsake is the home of Giles Gentry, owner of Gentry's Emporium (offering alcohol and women aplenty) in the trader town of Moritat. Given its location within the Inner Frontier, Keepsake, and in particular Moritat, has become a hub for bounty hunters resting up after a kill.

**Port Étrange** The seventh planet in the Bellermaine system. Originally a mining world, it has since been a glittering vacation spa, then a low-security penal colony, and finally a deserted ghost world. After Jonathan Jeremy Jacobar Stern moved in, he set up headquarters in a once luxurious hotel, and turned a small section of the human habitation into a Tradertown, while allowing the remainder to linger in a state of disrepair and decay. Despite reasonably fertile fields which sustained the native population, the citizens of the Tradertown imported all their food and drink from a pair of nearby agricultural colonies. When the men began outnumbering the women, they imported the latter, too, until Stern put a stop to it.

**Roosevelt Three** This disparate planet was at one time on the verge of being something, but the Democracy let it fall to ruin after moving on to other projects. Now, dilapidated buildings and

ruined lives surround the towering skyscrapers of the capital city. It rains often here, as if the world weeps for its lost potential.

**Safe Harbor** Safe Harbor is a world with no cities and only two or three villages. Most of the people are farmers, but there is also a local chemical plant and several cattle ranches, which are otherwise rare on planets away from the original Earth.

**Saint Joan** Homeworld of the Swale. Near this world's equator, very close to a former human colony, there is a blackened swath of land almost ten miles long and half a mile wide, on which nothing will ever grow again. If you go to Saint Joan and ask the Swale what caused the blackened patch of ground, they will cross themselves and tell you that it is the Mark of Santiago.

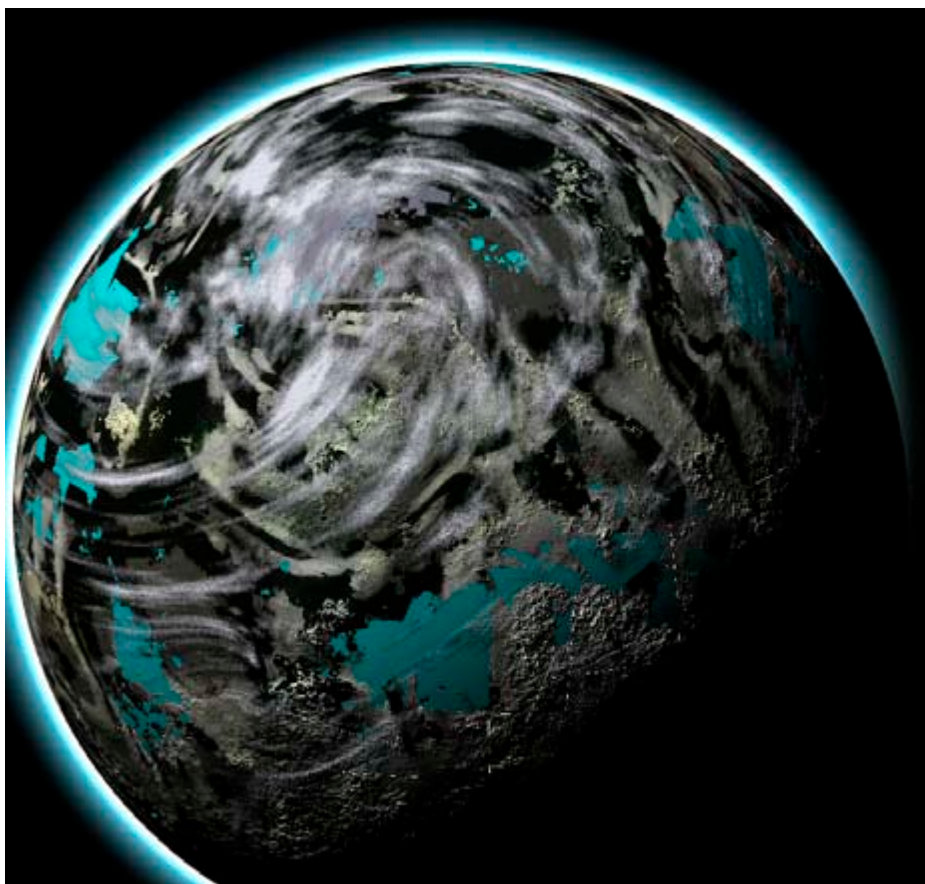
**Sunnybeach** Sunnybeach is a desert world, with about five hundred miles of beach for every foot of seashore. The heat is oppressive, and the only variation in the weather is an occasional sandstorm. Despite this, the planet sees its fair share of tourism.

**Walpurgis III** A planet colonized by covens and devil-worshippers. The humans of this offbeat world can often be found in outrageous costumes









that make them seem alien or even monstrous in nature. They don't take kindly to traditional human laws, as evidenced by the almost constant bonfires and festivals common across the planet. Crimes such as kidnapping, murder, and more unspeakable acts are similarly ignored here except when they directly affect a particular sect.

## THE DEMOCRACY

Humans founded the Democracy and have been working tirelessly to incorporate most useful planets and alien races into it since. With the original Earth as a starting point, humans have branched out to other inhabitable places throughout the galaxy and built several of them into conglomerate worlds from which the Democracy can run everything within its power. Eventually, the Democracy's administration outgrew Earth—it was deemed too small and out of the way, and the government was moved lock, stock, and barrel halfway across the galaxy to the giant planet Deluros VIII, where it has remained ever since.

**Aristotle** A relatively new colonized world, Aristotle is known as the University Planet. It is home to the Democracy's biggest and most prestigious universities and a source of great knowledge and learning.

**Caliban** The location of the Department of Cartography, the "Big C" is sometimes said to be more powerful even than the Navy as it directs and plans the expansion of the Democracy.

**Declan IV** A frontier society that has outgrown its origins and is uncomfortably trying to fit neatly into the pattern of the worlds of the Democracy. It grew from two grubby Tradertowns into six sprawling modern cities that at first pacified and later decimated the six-legged marsupials that had once been the planet's dominant life-form. This world imports—always a decade after they're out of style—the latest fashions and entertainments from Deluros VIII, and has bribed the major retail chains to open outlets on the planet, then practically subsidized them once they arrived. It enters teams in various interplanetary sporting leagues, and is making impressive progress at polluting its atmosphere.

**Deluros VIII** On the huge capital world of the human race, the nerve center of the Democracy, there are eleven governmental departments and 1,306 men and women charged with the task of finding and terminating Santiago. Deluros VIII possesses an orbiting hangar and shuttle service. There are a few billion buildings packed so close together one would think the planet was covered by a single building.

**Earth** The birthplace of man, Earth is too small and too far out of the mainstream of galactic commerce to remain humanity's capital world. Within a couple thousand years of the founding of the Democracy, its capital was moved to Deluros VIII. Earth still remains a major world and host to many corporate headquarters.

**Pegasus** A former mining world, rich in gold and fissionable materials, now a heavily populated member of the Democracy. It was named for the planet's dominant herbivore, a small horse-like animal that possesses a pair of fleshy protuberances just behind its withers. (Though these have never, in the evolutionary history of the creatures, been used for anything other than balance, they do look remarkably like vestigial wings.)

**Spica II** A major mining and industrial hub, vital to the Democracy, the Spica system contains naval and commercial shipyards as well as a vast manufacturing base.

## THE OUTER FRONTIER

Few travel the Outer Frontier, given its relative distance from the other inhabited areas of the galaxy. Planets here range from tame to worse than the hardest planet on the Inner Frontier. The Angel is said to have begun his work as a bounty hunter and assassin on the Outer Frontier.

**Canphor VI and VII** The Canphor twins have been a thorn in the side of the Democracy for the better part of ten millennia. Populated by an alien race, the Canphorites, the Democracy absorbed the Canphor twins back when it was the Republic.

**Far London** The fourth world of a G4 star with eleven planets, Far London's population has grown to almost three hundred thousand since it was initially colonized. Originally ruled by a hereditary monarchy, the last descendant died a few years ago and left a considerable debt. The government has since advertised for a new monarch.

**Silverblue** A water world, with just a handful of islands dotting the placid ocean that covers its surface. On the western shore of one island in particular during the daytime, with your back to the water, you will see a grass-covered knoll. Atop the knoll are seventeen white crosses, each bearing the name of a good man or woman who thought to colonize this gentle world. Beneath each name is the same legend, repeated seventeen times: "Killed by Santiago."



BOUR  
ELLE

## SECTION TWO: CHARACTERS OF THE FAR FUTURE

**M**any different types of people become bounty hunters, and these bounty hunters meet, hunt, or team up with a wide variety of people. From fiery preachers like Father William, to surgical combatants like The Angel; from seductress assassins like Altair of Altair, to desperate gamblers like Halfpenny Terwilliger, one's career on the Inner Frontier is an important decision. It affects your role in combat, your skills, your powers and abilities, and much more. Characters gain their abilities from one of the following power sources: Martial, Tech, Psionic. They also fit into one of the following roles: Defender, Striker, Controller, Leader. A well-rounded team will have each of those roles covered.

### RACES

The worlds of the far future are full of unique, and often dangerous, races. There are so many different varieties of alien that to list them all would extend well beyond even the *Ballad of the Inner Frontier* written by Black Orpheus.

This *Player's Guide* offers a new, generic alien race. The alien race is customizable and can be tailored to the appearance you'd like your character to have while also gaining traits to match. When you've

completed picking your racial qualities, you should have a complete and unique character race. You can, of course, use any D&D 4E race; simply change some of the terminology to suit a far-future setting.

### Humans

In a *Myths of the Far Future* campaign, humans are identical (in game terms) to D&D 4th Edition humans. Consult the D&D 4E *PLAYER'S HANDBOOK* for details about building human characters.

### Aliens

There are hundreds of thousands of alien races spread across the galaxy. Many were absorbed into the Democracy long ago, but some races still remain independent—or, worse, hostile to humanity.

The number of alien variations is almost infinite—if you can imagine it, it exists somewhere in the galaxy. From Canphorites to Lodinites, from the Blue Devils of Hades to the Fireflies of Medina, there are thousands of alien races to choose from despite that many alien races are unsuitable for use as player characters.

You decide what your alien's race looks like, what it's called, how it acts, and what unusual features

### ALIEN RACIAL TRAITS

- ♦ **Average Height:** Varies
- ♦ **Average Weight:** Varies
- ♦ **Ability Scores:** Choose up to two ability scores from those defined by your Racial Qualities. You get a +2 racial bonus to each. Alternatively, you may choose a single ability score and gain a +3 racial bonus to it.
- ♦ **Default Size:** Medium
- ♦ **Default Speed:** 6 squares
- ♦ **Default Vision:** Normal
- ♦ **Racial Qualities:** As an alien, your physical makeup is vastly different from that of other aliens. Choose three racial qualities from those available below.
- ♦ **Languages:** Terran, choice of one other

is possesses. You might be unique, one of a small number of members of your race, or a member of a very numerous and widespread race. It's a given that your race has developed interstellar travel and has had exposure to humans and the Democracy. Your race might even be part of the Democracy, or perhaps your race hails from a frontier world near the Rim or close to the Core, far from the Democracy's control.